

The Artifact of Ashana

by Marcin Kuczyński (written for David Schirduan's 200-word RPG challenge)

Players tell a story about adventurers trying to find a legendary artifact in the newly discovered land of Ashana.

At the beginning, everyone says a few things about the land and a single rumor concerning the artifact.

Each turn everyone rolls a maximum of 3d6 and puts aside the dice which rolled a six (not more than one dice is put aside each turn; you only roll with the dice you have left).

After each roll, the player tells something about his adventurer's efforts. If he has no sixes, he is still close to the shore, one held six means he travels through the land. Two held sixes mean, he is within the forbidden citadel, where the artifact is hidden.

The numbers on other dice tell you about things that happened. You have to use them in your story.

1. fought monsters
2. had problems with the natives
3. got lost
4. succumbed to magic
5. fell in love or made a friend
6. (if not put aside) had contact with the divine

The first adventurer to get three sixes finds the artifact. The player says what it was and were any of the rumors true.